THE U.S. ARMY & MARINE CORPS

OFFICER'S MANUAL

WARFARE EDITION

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Legend and abbreviation

Certain conventions and abbreviations are used in this manual, see the full list below:

- CU – combat unit
- LMB – left mouse button
- RMB – right mouse button
- MMB – middle mouse button
- CV – combat vehicle
- IU – infantry unit
- USA – the United States of America
- AF – armed forces
- AP – armor-piercing shell
- HE-F – high-explosive fragmentation shell
- HEAT – high explosive anti-tank (hollow charge)
- HG – hand grenade
- SG – smoke grenade
- ATGM – anti-tank guided missile
- FFAR – folding-fin aerial rockets
- RPG – rocket propelled grenade
- SPH – self-propelled howitzer
- APC – armored personnel carrier
- AT – anti-tank
- AA – anti-aircraft
- IFV- infantry fighting vehicle
- APS – active protection system
- SPAAG – self-propelled anti-aircraft gun
- ATM – anti-tank mine
- APM – anti-personnel mine
- AGL – attached grenade launcher

Introduction

You are defending your nation as a soldier of the armed forces of the United States of America. Your duty is to oppose all enemies of the USA at battlefield or in captivity. Your behavior must correspond to the Code, which reflects heroic lives, experience and deeds of Americans since the American Revolution till the conflict in the South-Eastern Asia.

Your duties as a US citizen and a soldier of the armed forces reflect historical values being the ground of American nation. These values are represented best in Constitution of the United States and Bill of Rights, which you sworn to protect and follow. You will follow the duties for your country, for your service and for your fellow Americans – not regarding the Code was not developed as a highest standard of common behavior.

As you take the responsibility before your country, the US government, in its turn, takes double responsibility to always trust you and be on your side as you fight for your country. If you would be unlucky to be captured, you may be sure that your government will take care of your family and relatives and never forget you. Moreover, the government will use any available means in order to contact you, support you and help set you free.

To follow the Code, besides knowing its words, you must understand the ideas and principles behind the words.

The Code

The Code consists of ethic rules. Six of its points answer the main questions you may have being an American on the battlefield. These questions gain critical importance, when you need to avoid captivity, resist captivity or escape captivity.

The experience of captive Americans shows that in order to survive in captivity with honor you need to have a great courage, deep devotion to your occupation, and be highly motivated. To preserve all these personal values in captivity you need to understand and strongly believe our essence of freedom and democracy, to love your country, to believe in justice of our actions.

Your courage, devotion and motivation together with understanding, trust and loyalty will help you survive the horrors of captivity, prevail those who captured you and return to your family, to your home, to your nation – with honor and glory.

1. **I am an American fighting for our country and our way of life. I am ready to give my life for it.**
2. **I will never surrender on my own will. Being a commander, I will never surrender the people under my command while they are resistible.**
3. **If I am captured, I will continue the resistance by all means available. I will do my best to escape myself and help others escape the captivity. I will not make an agreement with enemies.**
4. **If I will become a captive, I will keep up with my faith together with other captives. I will not provide any information to the enemy; I will not be a part of any actions that can cause harm to my colleagues. If I have the highest rank I will take command. If I have not, I will follow legitimate orders of those who have higher rank and will support them in any way.**
5. **During interrogation, if I am a captive, it is my duty to give my name, rank, service number and date of birth. I will refuse to answer following questions if possible. I will not give written or verbal statements defaming my country and its allies, or causing them harm.**

Basic concepts

Commander principles

Commander must use given resources effectively, directing and organizing people under his command in combat.

Commander is responsible for completion of tasks. He is responsible for placement and dislocation of all attached combat units. He must also know how to use support measures.

Try and follow the current scheme:

1. Get a mission assignment and study it well
2. Make a draft version of your plan
3. Begin the required progress towards the target
4. Perform the reconnaissance – using the landscape or the map
5. Develop your final plan
6. Give orders in correspondence
7. Control fulfillment of the orders and strict accordance to the plan

Planning and preparing missions, you control the task fulfillment. You assure that your soldiers possess all they need in order to do that. It means that you must run thorough checks. You check your soldiers before, during and after a mission, in order to retrieve exact information on their state – because their state is extremely important for you.

Planning

Examine the briefing thoroughly and achieve clear understanding of what is required from you. You must clearly see your objectives in order to develop a plan to accomplish them. After the briefing is finished, you see the screen that allows you to arrange CUs for the mission. This screen is divided in three parts, left to right:

1. Reserve – it is the forces available for the command for current mission. The reserve personnel are updated after every mission.
2. Garrison – it is the forces available for you and located on your base.
3. Combat group – it is the forces you assign for the current mission, the people who will execute the orders you give them. After the mission, the combat group forces are transferred to garrison.



On this screen, you choose what forces to arrange for the mission, and also to refill the garrison. Here you also can return a CU back into reserve.

Every CU has its own cost given in Command Points. Command Points (further known as CP) represent your personal commander's rating, which you can earn exclusively at the battlefield, by completing tasks and killing enemies. By dragging a CU from reserve to garrison or a combat group, you lose the amount of CP needed to purchase the current CU. On return of the CU to reserve, the CP are refilled.

Lists of CU can be sorted by CU class by pressing the corresponding buttons on panel at the top; the selected CU class will be displayed at the beginning of the lists. For CU classes that you can arrange the operation to, the maximal and the current values of CP of the current CU of the class is shown in the lower left corner as the corresponding buttons.
Also, for your convenience, two CU list filters are shown in the top left corner of the screen: showing all CUs at the reserve and garrison or show only CUs available for the combat group of the current mission.

CU units are shown in lists as a table with brief descriptions.



In the top part, the CU commander's name is shown along with his callsign. Right under the name, the CU type is shown. At the top left corner, the CU experience level is shown, and the right top corner shown the CU icon (for an infantry it means the CU type, for a vehicle – the crew type), the lower left corner shows (for infantry) the number of soldiers in squad, and the lower right shows the cost of CU in CPs. The middle part shows the visual representation of the CU. Under the image (for transports and APCs) the capacity of personnel section and the current amount of soldiers in the section is shown.

Under the CU list, in the garrison, there is a button you can press to access the mission vehicle preparation screen.



This screen allows you to replace a crew of a vehicle or leave a vehicle without a crew completely (in order to move it to reserve in future). Also, if the vehicle is able to carry personnel, you can arrange it from available infantry units. In this case, the troops will be included in a combat group and will be placed inside the vehicle at the beginning of the mission, in case you arrange this combat vehicle for the mission.

To the left, the list of your garrison vehicles is shown (CU from reserve of the combat group are not displayed on this screen). To the right is the list of infantry and staff. At the center is the slot for the crew and under that – slots for the troops.

The list can be sorted by the same principle that is described at CU arrangement screen.

Reinforcements

During the mission, you might need extra resources to accomplish a task, and the command can provide them for you. In such situations you can request reinforcements from the troops in your garrison, and also from the extra forces given to you by the command.



The Request Reinforcements button is marked red. It appears only when the reinforcements are available.



Reinforcement selection screen is similar to the screen of mission troop arrangement. The only difference is the arrows below the combat group list. In some operations you may get a number of reinforcements available at the same time if you, for example, didn't call the first reinforcements available and waited for the second solution. In this case you can select the required reinforcement with arrows. The reinforcement deploy zone will be highlighted on the minimap.

Combat situation analysis

Within the mission zone, you must analyze the terrain and situation to use the elements of environment in a suitable way.

Observation and Fields of Fire

The analysis of visible terrain and available fields of fire will let you:

- Determine possible points of contact with enemy
- Detect protected areas at the terrain and find best positions for gun emplacements
- Determine the areas where moving forces are easy to detect and attack.

Observation – is the ability to see over a particular area to acquire targets.

Different combat units have different observation abilities. The visible area is shown at full highlight, while the invisible areas are shaded with "fog of war"

Infantry and helicopters can see the land 360-degree wide.

The observation of combat vehicles is strictly limited by a sector in direction of their movement (driver's), the turret bearing (gunner's) and also along the crew commander's line of sight (if the combat vehicle enters a combat situation).



The fog of war hides invisible areas of terrain

Fields of Fire – the area a weapon can cover effectively from a given point.

To view the field of fire for a certain weapon/ammo type – hold the mouse pointer over the required weapon/ammo icon at the Command-Information panel.

The field of fire is represented by a blue dotted circle around the CU (it can be bigger then the visible area and can exceed the screen limits, so it is also displayed on the map for your convenience).

Besides the field of fire, there is also a concept of "dead zone" – it is the area within which the CU cannot attack with a certain weapon/ammo. It is represented by a red dotted circle around the CU. Some weapons, for example, smoke grenades, have no dead zone.



Field of fire and dead zone

Fires can be of two basic types:

1. Direct fire weapons like machine guns, rifles, and TOW weapon systems which require direct line of sight to their targets.
2. Indirect fire weapons such as mortars and artillery

Cover and Concealment

In desert, concealment requires imagination and inventiveness. Lack of natural covers, increased zone of visibility and bright shades of desert landscape make placement, formation and usage of trick maneuvers the most important thing in stealth and element of surprise achievements. It is almost impossible to get a full cover; however, a correct disguise can lower the effectiveness of enemy observation and enemy actions as a result.

Cover – the protection from the effects of weapons fires, direct, indirect, and air to ground.

You can find cover at various structures, terrain and also combat vehicles.

Cover may be full, i.e. covering from all directions or partial – covering only one or two sides.

Best cover for infantry are buildings, but if the enemy has artillery, a weak structure becomes a trap. Also, buildings can be used as a partial cover for combat vehicles.



M2A3 uses the building as a partial cover

Certain aspects of the terrain may provide good cover from some fires, while some may provide cover from only one of these types.

Best cover for infantry are buildings. The buildings can be divided in three types, depending on structure quality (durability) and protection against various kinds of attacks.

1. Weak building – gives the infantry minimal protection from gunfire and shockwaves. Its walls can resist only the gunfire of up to 7.62 caliber weapons, they are resistible to medium fragmentation damage. It also protects from high-explosive fire of HG, AGL, and HE RPG attacks. Its structure is extremely weak against cumulative damage.
2. Medium building - gives the infantry good protection from gunfire and shockwaves. Its walls can resist the gunfire of up to 14.5 caliber weapons and 20-23 mm HE shells, they are resistible to medium fragmentation damage. Its structure can take a few hits of tank and artillery shells or FFAR, but is weak against cumulative damage.
3. Strong building - gives the infantry good protection from gunfire and shockwaves. Its walls can resist the fire of any shell types up to 30 mm; they are resistible to strong fragmentation damage. Its structure can take multiply hits of tank and artillery shells or FFAR; it has medium resistance to cumulative damage.

Concealment - protection from observation, either from the air or from the ground or both.

Elements of concealment can be, for example, hills, vegetations or structures.

Concealment is a very important aspect of modern war. The later enemy spots you, the more chance you have to take him by surprise.

Infantry is the most vulnerable type of CU, and the concealment is extremely critical for it.

The concealment is represented numerously in CU interface under the speed value. It is given in relative units: firing helicopter in the game has minimal concealment and sniper lying in grass has maximal concealment value.

A number of masking and unmasking factors can be defined. The masking factors are:

- Terrain features, blocking the enemy's line of sight
- Crouching and lying down
- Lush vegetation around the unit
- Infantry unit being inside a building

Unmasking factors:

- CU movement
- Shooting

Tactical analysis

After the mission area is examined, it is time for tactical analysis of the situation. Locate and remember the positions of your targets and key points. If your mission is to escort a convoy, examine its route, detect the points in the route, where ambush is most likely to happen. Check your location using the map; define supposed enemy placement and possible direction of arrival of enemy reinforcements.

Targets and key points

If your target is a certain object or strategically important location, it will be marked accordingly, both on the battlefield and on your map.

Target icon can appear in three states: gray – the target is not reached or the key point has no owner, red – the key point is controlled by enemy, and green – the target is reached or the key point is controlled by you.

The icon may point at a key point as well as a task – for example, point a rendezvous location. In this case, the icon is always grey and it disappears after the task is completed.

To learn the meaning of an icon, hold your mouse pointer over it; a hint will appear, giving you detailed description of meaning of the icon.



The icon points at a rendezvous point. Grey color means that the rendezvous had not taken place yet. The target is active.

Convoy route

If your objective is to escort or secure a moving convoy, the convoy route will be shown on the area in corresponding way. A route is a number of points. All points must be under your control to let the convoy reach the destination. If the next route point is controlled by enemy, the convoy stops and becomes an easy prey.

Points of the route are marked with arrows. The arrows may be in two colors: red – the point is controlled by enemy or was not checked yet, green – the point is controlled by you. Direction of the arrow corresponds to the convoy bearing.

To take a route point under your control, you must bring your forces to it and destroy all enemies who are dangerously close. Before you accomplish this, the convoy will stay in place, playing a drill target for enemy grenade launchers.

In some missions, the command may require you to capture all route points before the convoy enters the mission area.



To the left is a route point controlled by enemy. To the right is a route point controlled by player.

Maps

Map is a very important tool for fast checking of tactical situation. It is the only way for you to see relative positions of all known CUs, including yours and enemies. Also, the map shows towns, ponds, roads and key points.



Map legend:

- *Dot – infantry*
- *Square – ground vehicle*
- *Diamond – aircraft*

The color shows its belonging to one or another side: grey – civilian/empty vehicle, green – your troops, blue – your allies, red - enemies.

If your CU is engaged in combat, its icon will be flashing.

Map legend is doubled for enemy units at battlefield as well. A square of the corresponding color is shown above ground vehicles; a diamond is shown above aircrafts, and a triangle above infantry (unlike the map legend, where the infantry is represented by dots).



Camera is represented on the map by a white trapezium, corresponding to the current camera orientation on the battlefield.

The map can be shown in two modes that are switched by clicking a button at the upper left corner. Primary mode displays the entire map. The second mode shows the map with a small zoom, displaying only a certain area; if the camera is rotated, the map is rotated as well; and if the camera is relocated, the map is shifted. This mode is more useful for solving local combat situations.

There are two more buttons on top of the map: the right one pauses and unpauses the game, and the left one brings up the in-game menu.

Supplement in desert conditions

The supplement in desert conditions has a number of features. First of all, in desert there is no infrastructure and a very little number of roads. Movement on sand is a problem, so supply convoys are limited by roads, and it makes them vulnerable to enemy attacks. Secondly, hard desert conditions require the troops to count on themselves as much as possible and have all equipment they need at hand or retrieve on demand, and also watch the amount of resource, because the supply is a problem.

Ammo, fuel and parts

Ammo is the second resource important for your troops, it goes after water (not represented in the game though ☺). Keep an eye on ammo expenditures and refill it as soon as possible.

Infantry is incapable of carrying a big amount of ammo, because it means extra weight, which is undesired factor in desert conditions, because it increases water consumption.

Where ammo comes from

Ammo is transported with the help of special supply trucks and personnel transport, including APCs and IFVs.

The transport can carry infantry ammo only. To refill the supply, simply order your unit to enter troop section, and it will refill the supply automatically, if you have enough of them. The amount of transported ammo is shown in CU interface under the graphic icon together with fuel and part amounts.

A supply truck refills the ammo of all units in its active radius. It must be unfolded in order to do this. Or you need to select it and make the LMB click at a combat vehicle that needs to refill the supply. The truck will follow this vehicle until it completes the order. After refilling the supply, if will fold automatically. Ammo supply of troop section of a transport is refilled with supply trucks in the same way.

If you have no transport vehicles at your disposal, the only way to refill the ammo supply is to capture enemy ammo. Just like you, enemies transport the ammo in transport vehicles, so you can capture such a vehicle and refill the ammo supply.

You can refill the ammo for special weapons (grenade launchers, sniper rifles, machine guns etc) also by looting killed enemies. If you kill an enemy wielding a grenade launcher, your grenadier will be able to pick the enemy launcher and its ammo from the enemy corpse.

Where fuel comes from

The fuel is a resource critical in long fights that involve combat vehicles. The only way to refill it – is a special tanker vehicle, filled with fuel. It is not that easy to find such a vehicle on a battlefield, but enemies use combat vehicles as well, so you have a chance to fight and retrieve a supply of fuel from the enemy.

Such vehicles refill the fuel supply of all vehicles within its active radius. In general, the command recommends to save the fuel. Every task infantry can handle – is better to be handled by infantry.



Ammo truck and fuel tanker in unfolded state. The active radius is represented by the orange dotted circle. In unfolded condition, vehicles are unable to move.

Parts

When you use combat vehicles, sooner or later they get damaged by enemy fire. However, the crew is able to patch their vehicle if they have enough spare parts. All combat vehicles carry spare parts, but this resource cannot be refilled. If the vehicle runs out of parts, it has to be abandoned. Its spare crew can be used to capture enemy vehicles of corresponding class.

How to control expenditures

The Command-Information panel has a section specified for ammo. All ammo types available for the currently selected CU are shown there, along with amounts of it. For a vehicle, under its graphic representation, you can see current fuel amount (own and transported fuel are summarized for tanker vehicles), parts and ammo in troop section or in the body of supply truck.

Ammo icons on the Command-Information panel work as buttons. By clicking an icon, you switch the ammo usage mode. There are two of them: "can be used" and "cannot be used". This way you can control the expenditure of every kind of ammo.

The refilling of ammo being in "cannot use" mode has the lowest priority and happens last.



Troop control

After the situation and the area are examined, after tactical analysis completed and supplement arranged, it is time to start completing the mission. All forces you have are the troops you have taken for the mission. Clever control of them guarantees your success.

Selecting CUs and merging them in combat groups

In order to select a combat unit, just click it with the LMB. The selection will be represented by a frame around the CU.



To the left, an infantry is selected – on infantry selection, its icon also changes. To the right, the vehicle is selected, it has no icon.

In order to select a number of CUs, you can use the selection frame. You can also click CUs with the LMB while holding CTRL in order to add it to selection.



When you have a number of simultaneously selected units, their icons are shown at the right of the screen, allowing switching fast between them in order to select the required CU. If more than 8 CUs are selected, the icons to the right will be divided in a number of pages, 8 CUs per one, and the page switching button will be displayed above them. Also, if a CU is an infantry transport, to the left of its icon, smaller icons of carried troops will be shown, with the same set of functions as selected CUs have.

LMB click on an icon to the right will deselect the group and select the corresponding CU.

RMB click will shift the camera focus of the Command-Information panel to the corresponding CU without deselecting the group.

LMB double click on the CU icon on the Command-Information panel will place the camera to position of the corresponding CU without deselecting the group.

All orders given to a selected group are received by all selected CUs. However, their ammo management is controlled solely for the CU in focus.

To create a combat group from the selected CUs, press and hold the CTRL key and press one of number keys on your keyboard, thus defining the number of your combat group. In future, you will be able to select all CUs in this group by simply pressing the corresponding number key on the keyboard. A single CU can be a part of several combat groups at the same time. Combat group number is displayed over its CUs (for infantry – to the left from the icon).

Pause

Sometimes when the situation starts developing rapidly, it is sometimes useful to pause the game and examine the current situation from all sides. To do it, simply press the SPACE key or click the corresponding button on the map. You can stay in pause mode as long as you wish.

All pause does is stops the time. It does not restrict commanding the troops. You can give orders while paused, and after the game is unpaused, they will start executing the new orders.

Troop relocation

While on a mission, you will need to relocate your troops within the mission area. To relocate a CU, all you need is to select it and click the destination point with the RMB. The same works for a group of CUs. The group of CUs will remember its relative positions and will try to take the same places, preserving the formation of sorts.

You also may define the direction for the CU to look at the destination. In order to do this, instead of single RMB click, press the RMB in the destination point, then hold the button and set the direction with an arrow that appears.

Vehicles can move in reverse shift if the order was given from behind of the vehicle and the distance is not too long. If, besides the order, the direction was set so the vehicle has to turn around at the destination point, it performs the turn during the movement. By double-clicking the RMB, you can order your vehicle to turn and move front in any situation.

By double-clicking the RMB you will make infantry to run towards the destination point if it was lying down or taking cover. On a single RMB click, the infantry will preserve its current pose. So, if it was lying down, it will start crawling.

Also, you can give series of movement orders – in order to do it, select a CU, press and hold the SHIFT key, then click with the RMP in desired route points.

There is a special section in the Command-Information panel, allowing you controlling the movement modes.



The two orders affecting troop movement are shown in red, left to right:

1. *Move till contact – the CU will move to the defined destination until an encounter with enemy – if the enemy is spotted, the CU will stop and act according to its behavior mode and possibilities.*
2. *Stop – the CU will stop moving and stay in place (it will also cancel all other actions it was performing).*

Troop deployment

To relocate infantry on high distances within the mission zone it is recommended to use transport vehicles, along with aircrafts. In order to put infantry in the troop section, select it and click the transport with the RMB. If there is a space in the transport – the infantry will enter its troop section. Then you can order the transport to move to a destination as described before. To deploy the troops, you can give a special order, which will make the troops to deploy at the destination automatically. The destination can be a building – in this case, the troops will occupy the selected building automatically on arrival of the transport to the destination. On selection of the "Deploy" order, a dotted radius appears around the vehicle: by clicking with the LMB within it, the troops will be deployed immediately, while the LMB click outside the radius will make the transport reach the destination first (a helicopter will take off in this case and will deploy troops on landing).



The two orders affecting troop deployment are shown in red, left to right:

1. *Deploy – after this button is pressed, click the LMB on the desired destination point. The transport will reach its destination and deploy the troops automatically. If the troops are inside a helicopter and the destination is a building, the troops will be deployed on its roof with rappel.*
2. *Deploy crew – if the vehicle cannot be used further or you simply used, for example, sappers instead of the crew, you can deploy them by pressing this button. If there were any troops inside the vehicle, they will be deployed automatically.*

Landing helicopters

There are several ways to land a helicopter.

1. To press the deploy crew button.
2. To order the helicopter to deploy troops (if there are any)
3. To order the helicopter to land.



The "Land" order is shown in red.

Press this button and select the landing area, then click the LMB.

Combat engagement

Any kind of movement within the mission area sooner or later causes engagement in combat. Combat actions are an element required to complete the mission. The progress in combat depends on you – you take decisions and give orders. But the orders are executed by your troops, and you cannot affect the way they do it anyhow; all you can do is change the orders, give new orders, point new targets or change target priority. All the hard work on stuffing enemies with lead will be done by your troops. That is why, being a commander, you need to know what they are capable of in combat and how to affect their behavior.

CU behavior mode

In general, every CU has three behavior modes and one modifier. By changing them wisely, you will be successful. You may as well trust the default parameters. However, this will probably cause more casualties.



"Behavior mode" – there are three of them, given in different color:

- *Yellow – standard behavior mode, CU attacks enemies within the field of fire, but does not pursue them and try to reduce the distance if the enemy in sight is out of the field of fire.*
- *Green – stealth ("ambush") mode, CU attacks enemies only when they are too close, in several meters before the CU is detected by enemy (e.g. depending on the current unit disguise). If the CU unmasks itself by the attack, it switches to behavior similar to standard mode.*
- *Red – aggressive mode – CU attacks all visible enemies, reducing the distance if required and pursuing them if they are retreating.*

"Behavior modifier" can take two values:

- *May stop for attack – moving CU can make a short pause in movement in order to fire if the selected weaponry does not allow to fire while moving (for example, a moving Bradley may fire from 25-mm cannon but has to make a short stop to launch an anti-tank missile).*
- *Must not stop for attack – the stop for attack is restricted for moving CU; in this case, it will attack while moving only with the ammunition available for movement.*

How to create a smoke curtain

Smoke is a very effective measure to cover you maneuvers. If you have a broken tank engine – set a smoke curtain around the tank and repair it or extract the crew. If you want your troop to pass a town street and there are enemies in houses, cover the area with smoke and cross it relatively safe (the smoke does not stop bullets or grenades, it just prevents you from aimed and massive fire). Remember, smoke makes shooting difficult not for enemies only, but for your troops as well.

Practically all infantry units and all ground vehicles can set smoke curtains.



The "Smoke!" order is marked red.

Press the button and select the area to cover, and then click the LMB.

Smoke bombs are a type of ammo, you can run out of them, but the supply can be refilled.

Vehicles shoot smoke bombs on higher distances than infantry does, creating more smoke and covering wider areas.

When the order is selected, the smoke curtain setting radius will be displayed on the minimap in dotted contour. Infantry cannot throw the "smokes" further than the radius, while a vehicle can approach if required.

Building assault

In close quarter combat, you will often need to capture a building with your infantry, and sometimes the building may be already captured by enemy infantry. In this case you will need to take decision to perform an assault on the building in order to capture it. This can be done by infantry only, any kind of it, but marines, rangers and delta have more chances (in order if increase).



The "Assault" order is marked in red.

Press the button and select the building to perform assault on, and then click the LMB.

The selected infantry unit will then begin to assault on the building. It is recommended to cover the entrances (which may be represented by windows) with a smoke curtain.

You can as well start an assault using deployment from any kind of ground or aircraft transport. To do this, select the deployment at the building you want to perform an assault on.

How to attack enemies

To give order to attack an enemy, just select the CU and click on the enemy with the RMB. If the CU weapons are suitable for attack, the mouse pointer will change in attacking state. If there is no line of fire between the CU and the enemy or the target is outside the field of fire (no attack solution available), the CU will start to approach the enemy. The exception is the infantry units when they can attack with grenades only.

Warning: if during the attack the target leaves the field of fire or line of fire will be lost (for example, all the remaining enemy squad members are lying on the ground), the CU will start approaching the enemy not regarding the current behavior mode, because the direct attack order has the highest priority. In order to avoid this, you can use the targeting indicator, decreasing the attack priority. To do this, on giving the attack order with the RMB click, press and hold the ALT key. The CU will stay in place while attacking or will keep the current movement. If the line of fire will disappear, the CU will stop attacking the selected target.

When infantry lies down and there is no attack solution, then on giving the order the search of target will be executed without changing the pose: crawling or sneaking. If the order is given with the double RMB click, they will be running. For vehicles, the double RMB click causes turning to the target with the most protected side of the hull.

Force attack

Sometimes you may need to attack the ground or attack with not quite appropriate kind of ammo, for example, when the armor of an enemy vehicle is damaged and you have a possibility to attack it with smaller caliber, or you may need to use surface-to-air missiles against ground units. For this case, you have the “force attack” order at the Command-Information panel.



The “force attack” order is marked in red.

Press the button and select the target, then click the LMB. The target may be a point on the ground as well as a certain unit.

The selected CU will attack the target with all available weapons.

By combining this order with the attack modifier (the ALT key), you may reach high effectiveness.

Combat unit types and their properties

In order to use your troops with maximum effectiveness, you must thoroughly learn their abilities, advantages and disadvantages. You have three kinds of troops at your disposal: infantry, ground vehicles and aircrafts. Not a single kind of troops is an ultimate weapon. Success may be reached by combining them only.

Infantry

Infantry is your main type of troops. Infantry is capable of anything. Everyone is afraid of infantry. Infantry has many tasks, and in order to complete them, it is divided in several specialized types, each one of its advantages and disadvantages. By combining infantry of various types, you increase its effectiveness. Infantry can set up minefields, request air strikes and locate targets for artillery.

Infantry has a number of important parameters: building assault effectiveness, number of men in a squad, armament and disguise. There is no infantry with supremacy in all these parameters.

Marine troops

Marines are the infantry's backbone. They represent the cannon fodder. Marine troops are all-purpose: if you need infantry and your tasks are not yet clear, put your faith in marines. They can handle both enemy infantry and enemy ground vehicles, even the armored ones – not as effective as the specialized infantry of course. The marine squad consists of 7 men. Their specialized weapons are: 1 machine gun and 1 multi-purpose assault grenade launcher (SMAW). The squad can collect an ATGM instead of the grenade launcher. It may request air strikes.

Rangers

Rangers are specially trained soldiers, with the main purpose of elimination of enemy infantry. For this purpose, a ranger squad is staffed with 2 snipers and 1 grenadier with 40 mm grenade launcher that he uses to effectively destroy groups of enemy infantry. Rangers are extremely ineffective against armored vehicles. Rangers are more effective in building assault then marine troops are. Ranger squad consists of 6 men. They can request air strikes.

Snipers

Snipers are soldiers with limited specialization; their main purpose is to support infantry and vehicles with sharp sniper fire, neutralization of important targets behind enemy lines, neutralization of enemy soldiers inside hideouts and buildings from a safe distance. A squad consists of two men. Both snipers wield extra automatic rifles for close combat. Snipers are extremely vulnerable to attacks of enemy infantry and vehicles, especially in close combat. Snipers are ineffective in building assault. They can control light ground vehicles. They can request air strikes. They have increased camouflage.

Engineers

Engineers are soldiers with limited specialization; their main purpose is to detect mines and their further removal. Only engineers are able to detect anti-personnel mines, and they spot anti-tank mines better than other units. The second task of the engineers is mining. Engineers are armed with personnel weapons and can fight enemy troops. However, it is recommended to avoid this. Engineers are ineffective in building assault. The engineer squad consists of 3 men. They can control light ground vehicles. They can cross minefields.

AT squad

AT squad aka anti-tank squad consists of soldiers with limited specialization; their main purpose is to destroy enemy ground vehicles of all types. One of the soldiers wields an ATGM launcher, the other ones provide backup and can pick the launcher in case the first one is killed. ATGM is a guided missile. AT squad is armed with personnel weapons and can fight enemy infantry, but it is extremely ineffective and requires extra cover. They are extremely ineffective in building assault. The squad consists of 3 men. They can control light ground vehicles.

AA squad

AA squad aka anti-aircraft squad consists of soldiers with limited specialization; their main purpose is to destroy enemy aircrafts. In the rest, they are totally similar to AT squad.

Delta

The famous Delta force consists of elite soldiers. Their main purpose is building assault, destruction of enemy infantry and light armored vehicles. The squad includes: a sniper with high-caliber rifle, a grenadier with 40-mm grenade launcher, and a machine gunner. The squad consists of 6 men. The fighters of Delta are extremely effective on building assault. They may place remotely controlled explosives. They can detect and remove mines.

Vehicle crews

Vehicles cannot be used without a crew. Different crews are required to control different vehicles. There are three crew kinds total.

Light ground vehicle crew

This type of crew can control various wheeled and caterpillar vehicles, from cars to armored transports (including caterpillar ones), i.e. control all vehicles without complex armament systems, the crew consists of two men: driver and gunner. Other infantry squads can control light vehicles as well, initially staffed with no more than three men, and also all other types of crews.

Heavy ground vehicle crew

This type of crew can control heavy vehicles with complex armament systems; the crew consists at least of three men: commander, mechanic and gunner. These vehicles are: armored personnel carriers, tanks, and self-propelled artillery. Also, this type of crew may use light ground vehicles if needed.

Helicopter crew

These are helicopter pilots. They can also control light ground vehicles if needed. The crew consists of two men.

Controlling infantry

In order to control infantry effectively, you need know more than basic concepts. This section will tell you about formations and cover usage, and also about special abilities of specialized infantry types.

Picking up weapons

Only special weapons can be picked up: machine guns, sniper rifles, hand barrel-type grenade launchers, MANPAD, anti-tank grenade launchers (including ATGM). Use this feature when a squad member wielding a special weapon was killed. Weapons are collected with the RMB click on a weapon highlighted with a green circle. A squad cannot collect more weapons and weapons of different type than it had initially. If you give the order to collect a weapon the squad already has, the weapon will be reloaded or replaced.



Spawned weapons are marked with orange circles; green circles mark the weapons the selected CU is able to collect.

Formations

Formations are needed to change infantry placement in order to reach a certain effect in combat. In some situations, one formation can be more effective than the others. By default, infantry does not follow any special formation, moving as an organized crowd.





The formation menu button is marked in red.

Press this button to access the formation menu.

The button schematically shows the current formation. In this case, this is the default formation, the "organized crowd".

In the formation menu, you will see four buttons allowing choosing one of the four formations, left to right, up to down:

- *Line – to form a line or a rank, thus forming line of attack or defense. It is useful when defending from a certain direction, and also on attacking in a front.*
- *Wide line – similar to "line", except with larger space between soldiers. Effective when you need to secure the area.*
- *No formation – the default formation. Effective in close quarter combat.*
- *"Scatter!" – it is similar to "no formation", except with larger space between soldiers. Effective on round defense.*
- *Scattered formations prevent you from major losses on mine explosion or shell/grenade hits.*

Using covers

Covers are very important combat element, as it was told before. In order to make infantry take cover, you need to give it the special “Take cover!” order, because this leads to breaking the formation and interrupting the current order.



The “Take cover!” order button is marked in red.

Press this button to order infantry to find cover and get into it. If this is impossible, the infantry will simply lie down on the ground and start crawling.

Double click on this button to make infantry lay down.

While lying on the ground, the infantry is less vulnerable to explosions and harder to prime from a firearm at, also, in this position its disguise level increases.

Placing and clearing mines

Only engineers and Delta force can lay mines. There are two types of mines (anti-personnel and anti-tank) and C4 remote explosives with radio detonator.

Anti-personnel mines are effective against personnel and ineffective against vehicles, and anti-tank mines are otherwise, anti-tank mines do not react on infantry at all. Explosives are effective both against infantry and vehicles and can be exploded by pressing a button in desired moment.

The order to clear mines is given by clicking the RMB on a spotted mine. Engineers will keep clearing the minefield as far as more mines are spotted.

If the engineers were lying on the ground when they got the mine clearing order, they will execute it without getting up. This may help you to remove mines urgently under enemy fire. If the order was given by double-clicking the RMB, the engineers will run towards the minefield. The mine-laying order is always executed on the run.







The mining menu access button is marked in red.

Press this button to open the mine selection menu.

In this menu, you can choose one of three mine types to lay, left to right:

- *Anti-personnel mines – to set a minefield using APM.*
- *Anti-tank mines – to set a minefield using ATM.*
- *C4 explosives – to set explosive charge in given place for its further detonation via radio.*

After the mine type is selected, click the LMB on the desired laying location. If you have chosen APM or ATM, you will also need to set the number and direction of mines to be laid. To do this, after clicking the LMB, move the mouse pointer to the second point to achieve the desired size and direction of the minefield, and then click the LMB one more time.

If you have chosen the explosives, then a radio-shaped button will appear in the place where it was set. By clicking this button, you will activate the radio detonator and the explosives will explode. Wait until an enemy vehicle gets close enough or there will be a lot of enemy infantry around the charge.

You may set a number of C4s, and there will be a separate radio-shaped button over each one of them.

Request air support

During some operations, you will have air support at your disposal. To request it, you need infantry to set exact coordinates for air strike. It can be marine troops, rangers or snipers.

There are three types of air strike: bombs, non-guided missiles and anti-tank guided missiles.





The air strike menu access button is given in red.

Press this button to open the air strike selection menu.

In this menu, you can choose one of the three air-strike types, left to right:

- *FFAR – the attack with non-guided rockets, effective against masses of infantry and light vehicles, or weak buildings.*
- *Bombs – drop bombs, effective against buildings, masses of infantry and light vehicles.*
- *ATGM – the attack with an anti-tank guided missile of air-to-surface class. Effective against heavy ground vehicles.*

After the air-strike type is selected, click the desired target location and point the direction for attacking plane.

Losses, wounds and general condition

It is the real war, not maneuvers, so your infantry will suffer losses and wounds. Current condition of an infantry unit is shown on icon displayed over the current squad leader. Besides wounds and losses, the icon shows: the “ambush” state (if the “green” mode is on), the combat group number (if the CU is a part of a group) and the medicine usage indicator. The icon itself is the infantry identifier.



A bar over the icon represents the current “health” condition of the unit.

Red color represents dead soldiers, yellow color shows the amount of wounds, green shows the amount of “durability”. If the bar is completely green, then everything is all right.

Green shield at the top to the right is an indicator of “ambush” state.

Number at the center to the right is the number of the combat group the current unit is a part of.

Red cross at the bottom to the right indicates the use of medication and appears when the unit is out of combat and has wounded members. With time, all wounds will be cured, the physical state of the squad will e replenished and the yellow part of the bar will become green.

Experience

During combat, infantry gains experience, and when experience grows, its experience level grows and infantry parameters are improved. There are six experience levels in order of increase: rookie, private, squaddie, expert, veteran and elite.



The experience level is displayed at the Command-Information panel to the left from CU name.

The current amount of experience is represented by a bar under the CU name.

The image to the left shows all icons for all experience levels down to up in order of increase.

Your infantry passes from one mission to another if you keep it in garrison. It preserves the gained experience. If an infantry unit suffered losses in the previous operation, it will be staffed without an experience loss. The unit will exist and accumulate experience until its commander is killed. Commander is a flexible term. If the current commander is killed, the next higher rank soldier will take his place and the unit will exist further. This way, the unit will exist until the last of its soldiers is killed.

With growth of experience level, units improve their specialized parameters. For example, rangers become even more effective when opposing infantry or during a building assault, AT units become more effective against vehicles, marines shoot better and become more vital etc.

Crew experience has a positive influence on the effectiveness of controlled vehicles in combat: the precision of fire and reloading speed is increased.

Experience level increases the chance of inflicting a critical hit to the enemy.

Ground vehicles

It is hard to fight modern war with nothing but infantry. It must be supported by various combat vehicles. As well, the combat vehicles must be covered by infantry. Infantry and vehicles are closely bound, and this bundle is the key to victory.

Vehicles are divided in classes and have a number of parameters: defense, maximal speed, cross-country ability, weapon rate of fire, field repair complexity, turret turning speed, cruising range, ammo supply for cannons, and ammo supply for infantry.

The classes of ground vehicles include light vehicles (cars and trucks), light armored vehicles (armored transports), armored personnel carriers, heavy armored vehicle (including mobile artillery).

Light vehicles

Light vehicles include various light cars and combat vehicles or truck, for example, the army Hummer. Light vehicles may carry various light (machine guns) and medium (high-caliber machine guns, small-caliber cannons and grenade launchers) weapons, and also specialized weapons: ATGM or AA systems.

The crew usually consists of two men: driver and gunner/assistant driver. However, a light vehicle can be controlled by a single person, if shooting is not required.

Light vehicles provide maximal ground speed of movement (on roads) and are used to cover and transport infantry and supplies.

The most vulnerable parts of light vehicles are wheels, cabin and attacking gunner, because in basic modifications light vehicles have no armor.

Various modifications include various types of weaponry and various ranges of body and gunner's armor.

Light vehicles are unable to stand against direct attack even of a firearm. Even with modifications with advanced armor you risk to lose the vehicle.

Light armored vehicles

These are armored personal vehicles. There can be wheeled (Stryker) or caterpillar (M113) armored transports. The crew is similar to those of light vehicles.

APC are used for safe (protected only from firearms in basic modification) transport of troops to combat area and deliver extra ammo, also providing supporting fire for infantry.

Vulnerable parts: wheels (for wheeled vehicles), and gunner (if the gunner's place is open).

Various modifications provide different weapons and increased defense against various weapon types, and also the installation of APS.

Armored personal vehicles are resistible to firearm attacks up to 7.62 mm caliber, but are extremely vulnerable to RPG.

Infantry fighting vehicles

Infantry fighting vehicle is the middle link between a tank and an armored transport. Infantry fighting vehicle are equipped with weaponry able to destroy a tank, they have armor defending them from high-

caliber firearms, and a troop section where a squad of infantry can be placed, so they are the best choice for modern warfare on interaction with infantry. They have good mobility and enough defense and firepower. Infantry ammo is also carried in its troop section.

IFV crew consists of three men: mechanic, gunner and commander. However, it can be controlled by two crew members as well. If only one crew member is alive, he can only control the vehicle movement.

The main purpose of the combat vehicle is to provide supporting fire for infantry, to serve as cover and provide defense from enemy vehicles including tanks.

Various modifications provide increased armor, extra weapons (ATGM) and APS.

Dangerous enemies of armored personnel carrier are enemy RPG squads, ATGMs, tanks and enemy aviation.

Tanks

Tank is a peak of military thought amongst ground vehicles. Higher technology is only giant walking robots, not yet invented. Tanks have good armor, able to resist the frontal projectile of RPG and shells, they have powerful weaponry and are able to destroy other tanks and infantry.

The tank crew is similar to those of armored personnel carrier.

The main tank purpose is to destroy enemy ground vehicles in strict contact at the battlefield.

Various modifications provide increased armor, adding dynamic armor, mounting APS.

Dangerous enemies of tank are enemy RPG squads, ATGMs, tanks and enemy aviation.

Artillery

Artillery is used for preliminary shelling of enemy positions from safe distance, for shelling presumed enemy locations, for destruction of large masses of enemy troops.

The tank crew is similar to those of tanks and APCs.

Its main purpose is supporting fire and enemy shelling from safe distance.

It has no modifications.

In close combat, artillery is vulnerable to all types of weapons, except for firearms.

Controlling ground vehicles

It is very easy to control ground vehicles, in general, all you need is basic knowledge described in this document before. However, there are some extra features given in this section.

External gun emplacement

Most of ground vehicles have an external gun emplacement, for example, Hummer's machine gun or a machine gun on commander's place of Abrams. This position is quite dangerous for those who occupy it. Some modifications provide extra defense of external gun emplacement, but not all kinds of vehicles can have such modifications.

You can control the time when this position must be occupied and when it must be empty. For this, vehicles with external gun emplacements have the corresponding device: a hatch. You can order a crew member (gunner or commander, depending on the crew type) to open the hatch and take the external gun emplacement, thus increasing the vehicle firepower against infantry and the observation angle. If the situation becomes dangerous for the external gunner – you can order him to leave the external gun emplacement and close the hatch.



The “open/close hatch” order is marked in red...

The button icon displays the current state of the hatch. Click this button to switch between the states.

If the gunner of a tank is killed, the commander will need to fire the main weapon. If the hatch is open, the commander will be occupied on turret machine gun or observation.

Supplement mode

Earlier, in section named “supplement in desert conditions” we have mentioned the option of refilling ammo and fuel with the help of special trucks. Now we will tell you, how to control the supplement mode. In order to control the supplement process, trucks have a special command, which you can use to switch between movement and supplement modes.



The switch mode command of supply trucks is marked in red.

The button icon displays the current mode. Click this button to change the mode.

In movement mode, the truck can move around the area like an ordinary one.

In supplement mode, the truck is unable to move, but can provide every unit in need and within the active radius marked with dotted circle with ammo or fuel (depending on the truck type).

Ammunition types

Ammunition plays an important part in vehicle firepower. The effectiveness of target hit depends on the used ammo.

In general, the ammunition of ground vehicles can be divided in three types: armor piercing, high explosive and cumulative. Ammo effectiveness depends on the caliber.

- Armor-piercing (AP) ammo is effective against armored vehicles. The ammo of 120 and 125 mm caliber are the most effective against tanks.
- High-explosive fragmentation (HE-F) ammo is effective against infantry, light vehicles and buildings. Fragmentation surface-to-air and air-to-air missiles are effective against helicopters and planes.
- Cumulative ammo (HEAT) is effective against armored vehicles and tanks. Also it creates fragmentation and flame damage at the hit point, so it can be used against infantry and buildings.

Ammo usage is regulated by the crew. The crew defines which ammo is the most effective against the target and uses it. However, you may limit their choice by restricting usage of certain types of ammo in order to save it or on any other reason. The way to do it was described in the section named “Supplement in desert conditions”.

Armor and defense

To protect vehicles from enemy fire, you have a number of special measures. One of them is armor. The armor is the final passive defense front. Armor differs with resistance to hits of different types and calibers of ammo.

On hit, armor may react in following ways:

- Do not react the hit if the caliber and type of the ammo were not designed to damage this type of armor. For example, it is useless to fire at tanks with an assault rifle.
- Wear on hit if the armor cannot resist this type of damage. As the armor wears off, it may start reacting on hits of smaller calibers.
- Be pierced if the caliber and type of the ammo were designed to pierce this type of armor or if armor is worn off considerably. The piercing causes damage to vehicle sections.

Some modifications provide extra defense measures, as following:

- Extra armor layer to increase durability
- Special metal nets – can save from RPG hits
- Dynamic armor layer – can take hits of enemy ATGMs or RPGs.
- Active protection system – destroys ATGMs and RPGs on approach actively

The first two modifications simply increase the vehicle durability, while APS defends it from enemy attacks. However, APS is not perfect defense. First, its ammo supply is limited, and second, it takes some time to reload it, so if the vehicle is attacked by two enemy grenadiers simultaneously, you can only trust in its armor layers.

Aircrafts

Aircrafts are your guardian angels, or revenging angels, depending on the situation you are in. Aircrafts are vulnerable to any anti-aircraft resistance, from machine guns to MANPADs. You cannot put enough armor on a helicopter, which is why their usage is limited: you must be sure that the combat zone is free from AA systems, or the consequences will be too serious. You will control helicopters only. Usage of other types of aviation is controlled by your higher command and is available only as air support in some operations.

Aircraft types

Aircrafts are divided in a number of classes:

- Transport aircrafts – these helicopters are used to transport infantry, they have minimum weaponry or no weapons at all.
- Scout aircrafts – are used for air recon, these are very fast helicopters with minimum weaponry, without infantry transport abilities.
- Assault aviation – these are special combat helicopters designed to destroy enemy ground and air vehicles, and also provide fire support for ground troops.
- Multi-purpose aircrafts – hybrids of transport and assault helicopters. Are used to carry troops to combat area and to cover them on deployment and placement.

Weapons and ammo

Helicopter weapons, as well as vehicle weapons, play very important part in their effectiveness. Basic helicopter weaponry includes large-caliber machine gun or small or medium caliber cannon for destruction of enemy infantry and light vehicles.

Extra helicopter weapons can be FFAR, ATGM and air-to-air missiles.

- Folding-fin aerial rockets (FFAR) – are used to hit masses of enemy infantry and vehicles.
- Anti-tank guided missiles (ATGM) – are used for precise destruction of enemy vehicles.
- Air-to-air missiles are designed to destroy enemy aircrafts.

Unlike enemy vehicles, before attacking with a non-guided rocket missile, a helicopter must perform so-called “run-in”. Bear this in mind. The helicopter will not launch a FFAR without a direct order from the player.

Defense

As it was told before, a helicopter cannot carry too much armor. However, the cabin of an assault helicopter can take firearm or small-caliber cannon hits. But not a single helicopter can take a hit with air-to-surface or air-to air missile.

To protect them from missiles, special measures were designed: thermal traps and radio reflectors – they are released by the helicopter and create false targets for heat and radio guided missiles.

The crew releases the defense measures automatically on a missile attack. You may restrict to do this, but you better not. Of course the amount of missile traps is limited, but if they are not used, the helicopter will be hit.

Traps do not guarantee 100% protection from missiles, either.

Damage and repair of vehicles

All ground vehicles and aircrafts sooner or later is damaged by enemy fire. Armor becomes pierced and internal sections go out of order. And if the pierced armor is not a problem, the damaged section or module may cause vehicle breakdown or even its total destruction.

Armor

As it was told before, armor is the final front of defense. We already mentioned different types of armor. Now we will tell how to keep an eye on its condition. This is very important, because the armor cannot be repaired at the field, it can only be restored back at the base. If vehicle's armor is pierced from one side, you shall keep this side away from enemy fire.

You can check the armor status in the Command-Information panel.

Vehicle armor is divided in sections; different types of vehicles have different number of sections, but no less than four, in correspondence to four directions.



Armor condition indicator is marked in red.

- *Blue armor section color means the armor is in perfect condition.*
- *Yellow armor section color means the armor has started to wear off.*
- *Red armor section color means the armor is heavily damaged.*
- *Black armor section color means the armor is almost destroyed, i.e. it looks like a holed bucket.*

If a vehicle's armor is pierced in several places – it is better to keep it away from the frontline and keep it behind for supporting fire.

Sections and modules of a vehicle

Under the armor, vehicles have important sections and modules, providing its work. Their damage will inevitably cause decrease in vehicle effectiveness. There are the following sections and modules:

- Running gear – wheels or caterpillars, when broken down, the vehicle becomes immobile, when damaged – the vehicle slows down.
- Turret/cabin – this is the crew section, when broken down, the crew dies, leaving the vehicle in working condition.
- Firing system – this is the vehicle weaponry, when broken down – the vehicle becomes weaponless. When damaged – the precision of fire is decreased and the reload time is increased.
- Engine – heart of the vehicle, when broken down – the vehicle becomes immobile, when damaged – it slows down.
- Troop section – only transport vehicles have it – when broken down, does not allow transporting troops, and if the troops were already there, they die completely or partially, if some of them manage to get out.

Helicopters always have only one section – body; if the helicopter armor is pierced, any internal damage may cause a crash. You can check the status of sections and modules in the Command-Information





Section status indicator is marked in red.

Vehicle image is an extra indicator of section status. The image shows Abrams tank without damage.

Damage will be represented by highlighting one of the parts with one of three colors, in correspondence to module/section placement. The colors are similar to those used on armor indicator.

To the right, there are situation indicators, up to down:

Fire – there is a fire in the vehicle cabin, causing the crew leave the vehicle immediately. It is highlighted in red in case of fire.

Problems in firing system – is highlighted in yellow when the firing system is damaged, and in red if it was broken.

Problems with mobility – is highlighted in yellow if the engine or running gear was damaged, and in red – if the engine or running gear are broken, or the mechanic's place is empty, or the fuel has ran out.

panel.

Field repair

Section and module damage can be removed with repair completed by the crew on the battlefield (except for helicopters). In order to do this, they must have enough parts. To learn how many parts a vehicle has, see the “Supplement in desert conditions” section.

To make the crew to repair the vehicle, you must give them the corresponding order. But keep in mind that while they completing the repair – they are outside and the vehicle is inactive. They will be extremely vulnerable. Provide them some cover, including smoke, if the situation is a bit hostile.



The “Repair” order is marked in red.

This button appears only when the vehicle requires repair.

Press it to order the crew to repair the vehicle. Then the crew will leave the vehicle and start repairing all damaged sections and modules, and will keep doing it until the repair is complete.

If the crew is already outside the vehicle due to fire inside it, you will need to wait until it stops. Watch the fire indicator.

The speed of repair depends on the vehicle complexity, i.e. the complexity of its repair, and also on the number of men in crew. If the crew lost someone in combat, the repair will slow down.

The repair can be interrupted. In order to do this, select the crew and give it order to move away from the vehicle by clicking on the ground with the RMB.

A vehicle left in the battlefield will be lost. To avoid losing the vehicle, send a crew inside it before ending the operation. This way you may capture enemy vehicles and use it in other operations.